

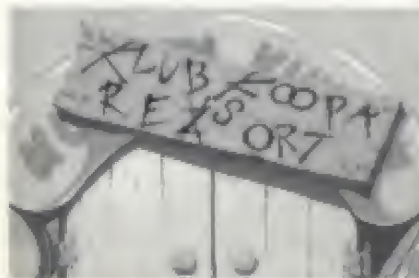
CD-i



PHILIPS

COMPACT DISC INTERACTIVE

THE STORY



It's a dark day in the Mushroom Kingdom. Mario and Luigi have come to visit their friend Princess Toadstool, only to discover that the Princess has been kidnapped by Bowser, King of the evil Koopaling clan!

Bowser has turned the beautiful Mushroom Kingdom into a personal resort for himself and his seven Koopaling children. Each Koopaling has taken over a hotel in the Kingdom. To top it off, Bowser has challenged Mario and Luigi to save the princess from the Koopalings' clutches.

Beware of the Koopalings and their nasty pals as they try to stop Mario and Luigi from searching the seven hotels. Mario and Luigi have to use their ability to jump and stomp—and throw fireballs—to avoid or defeat these enemies. It's up to Mario and Luigi to outsmart the Koopalings' clever traps.

Are you ready to check in to Hotel Mario?

GAME OBJECTIVE

Mario must close all open doors to complete each stage of a hotel, and he must complete all stages in a hotel to advance to the next hotel. Also, by opening closed doors Mario may discover hidden prizes and "power-ups."

The last stage of each hotel features a Koopaling for Mario to defeat. Each Koopaling has a unique way of attacking Mario.

You must help Mario navigate through all seven hotels, avoiding enemies and the clever Koopaling traps.

PLAYING THE GAME

After the opening animation, select 1 player (Mario) or 2 players (Mario and Luigi). Then select NEW or RESTORE (a saved game). See page 13 for details on how to save and restore games.

From the main screen you may also choose HI SCORES to see top game scores, or DEMO to see Mario in action.



There are seven hotels in the Kingdom. The first six hotels have 10 stages each; the last hotel has 15 stages.

If you are playing a new game, you automatically begin with the Wood Door Hysteria Hotel. Be sure to listen for clues in the introductory animation to each hotel. To skip the animation, click an action button.

If you are resuming a saved game, the map of the Mushroom Kingdom appears. Highlight the hotel you want to play and click an action button; you enter at the last uncompleted stage of the selected hotel. If you are playing a previously completed hotel, you begin at the first stage of that hotel. If you click Button One while the stage title screen is up, you play that stage.



MOVING TO DIFFERENT STAGES/SAVING DURING A GAME



At any time, you can move to previously played hotel stages from a stage title screen (such as the one shown at left) as follows:

Go to a previous stage by moving the controller left and clicking Button Two.

Go to the next stage by moving the controller right and clicking Button Two. Remember, to access this stage you must have already completed the one you're on.

You can bring up the map of the Mushroom Kingdom by moving the controller up and clicking Button Two. From there you are able to go to any previously played hotel.

You can save your game and/or exit your game at any stage by moving the controller down and clicking Button Two, which takes you to the save game screen.

STATUS BAR/POINT TALLY SCREEN/BONUS POINTS

The status bar at the top of the screen provides the following information:

STAGE shows your current stage in a hotel.

MARIO indicates Mario's remaining lives in the game.

TIME shows how many time "ticks" remain in the current stage. There are 200 ticks per stage.

COINS indicates how many coins Mario has acquired in the game. When he gets 30 coins, he gets a new life; his lives increase by one and his number of coins reverts to zero.

POINTS indicates total cumulative points earned in the game.

The point tally screen appears when each stage is completed. To calculate points, a hotel multiplier is used, which factors in the difficulty of each hotel. Points are determined by multiplying the ticks remaining at the end of that stage by the hotel multiplier. The resulting total is added to your score as a bonus. Additional bonus points can be earned by completing levels in special ways—experiment to get BIG points!

MOVING MARIO

RUN Move the controller left or right to move Mario in those directions.

JUMP Click Button One to make Mario jump. He jumps higher and farther the longer you hold the button. Mario can jump from a stationary position, but he moves slightly forward when he lands. At his highest point, Mario jumps through the floor above him. This means that he can be knocked off-screen by enemies above him, but he can grab friendly characters there as well.

DUCK Mario can duck under certain enemies. To make Mario duck, pull down on the controller.

DOORS If Mario is in front of a door, use Button Two to open or close the door. If the door is open, push up on the controller to make Mario enter the room; pull down on the controller to make Mario exit the room. Remember that Mario can't jump in doorways.

ELEVATORS Mario can use the elevators to move from floor to floor. To make Mario enter an elevator, move him in front of an elevator door and push up on the controller. The elevator moves automatically. After an elevator takes Mario to a floor, he can change his mind before leaving the elevator and return to the previous floor when you click Button One. To make Mario exit an elevator, pull down on the controller. Remember that Mario can't jump in elevators.

PAUSE If your controller has a PAUSE button, use it to pause the game and dim the screen. Also, you can pause indefinitely at any stage title screen.

QUICK REFERENCE

BUTTON ONE Makes Mario jump. Hold button down for more height and distance.
Returns an elevator to the previous floor if Mario has not left the elevator.

BUTTON TWO Opens and closes doors.

BUTTONS ONE + TWO Makes Mario throw fireballs when he is Fire Mario.

CONTROLLER UP Sends Mario into an open door or elevator.

CONTROLLER DOWN Makes Mario exit an open door or elevator.

Makes Mario duck when not in a door or an elevator.

Makes Mario duck and slide while moving in the Chilton Hotel.

PAUSE Pauses the game and dims the screen.

DEFEATING ENEMIES

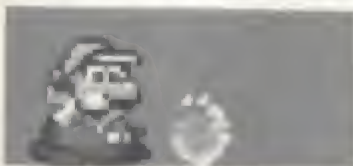
MARIO STOMP

Mario can defeat most enemies by stomping on them. Some must be stomped more than once, while others can't be stomped at all.

To defeat an enemy by stomping, Mario must:

Be on the down side of his jump arc.

Hit the enemy square on the head.



FIREBALLS

Mario can throw fireballs when he is Fire Mario.

STAR MAN

Mario becomes temporarily invincible when he grabs the Star Man.

ELEVATOR SWITCHING SEQUENCES

The elevators in each hotel behave differently. In the first hotel, the elevators are marked with arrows to indicate their direction. At the tenth stage of that hotel, however, the elevator characteristics change to the elevator behavior you will find in the next hotel. Good luck figuring out how the elevators work!

HOTEL TRAPS

The Koopalings have placed a special trap in most hotels to make Mario's quest more difficult. If Mario looks for the right clues, he can overcome the Koopalings' traps and continue on his mission to find the Princess. Be sure to listen for clues in the cartoons preceding each hotel.

SUPER MARIO AND FIRE MARIO

SUPER MARIO Mario becomes Super Mario during the game by grabbing Super Mushrooms. Super Mario wears overalls that glow.

If Super Mario runs into an enemy, he does not lose a life but he becomes regular Mario. If Super Mario falls off screen, he loses a life.

FIRE MARIO If Super Mario opens a door with a Super Mushroom behind it, the Super Mushroom turns into a Fire Flower. If Super Mario grabs the Fire Flower, he gains the ability to throw fireballs. Fire Mario's shirt and hat turn from red to white and his overalls glow red and yellow.

To make Mario throw fireballs, point him in the desired direction and click Buttons One and Two simultaneously.

Fire Mario can lose firepower ability when he runs into an enemy. He returns to the state of Super Mario.



This is how to recognize the different Marios:

REGULAR MARIO Red hat and overalls

SUPER MARIO Rainbow-glow overalls

FIRE MARIO White hat and shirt, overalls glow red and yellow

EXTRA MARIO MUSHROOM If Fire Mario opens a door with a Super Mushroom behind it, the mushroom turns into TOAD, an Extra Mario Mushroom. He gives Mario an extra life.

HAZARDS TO MARIO'S HEALTH



Mario can lose a life in the following ways:

- If he collides with an enemy when he is not Super Mario or Fire Mario.

- If all doors are opened at once on the screen.

- If he runs out of time.

- If he falls off the edge of a hotel. 12

SAVING GAMES

You can get to the saved games screen to save your last completed stage when you do the following:

- Pull down the controller and click Button Two at any stage title screen.

- Choose not to continue after losing your last Mario.

SAVED GAMES SCREEN

Use your controller to select one of the five slots below NAME, then click an action button. If all five slots are filled, choose one to replace with your current game.

Move your controller up and down to change letters, and left and right to move from the first to third initial.

When you are finished, move to the column on the right and click SAVE.

Your game is saved, along with the hotel number and current stage.

If you decide not to save the game, select EXIT.



RESTORING GAMES

To restore a game, select RESTORE from the main screen. This takes you to the saved games screen. Select the game you want to restore and click an action button.

When you restore a game, you go to the Kingdom screen. You can choose to play a previously completed hotel, beginning play at Stage One of that hotel. If you have not completed the selected hotel, you start at the last uncompleted stage.

MEMORY High scores and saved games are stored in your CD-i player's memory as "hotel_mario."

This means your game is saved within the CD-i player, not on the disc.

MARIO'S FRIENDS

The following characters assist Mario on his mission to free the Princess:

COINS Coins appear from behind doors and bounce off screen. If Mario collects 30 coins, he gets an extra life.

SUPER MUSHROOM This turns regular Mario into Super Mario. Super Mushrooms appear from behind open doors.

FIRE FLOWER The Fire Flower appears when certain doors are opened. If Mario grabs the Fire Flower, his shirt and hat change to white and he has the power to throw fire balls. In this mode, Mario can throw fireballs by clicking Button One and Two simultaneously (or Button Three on the Touchpad controller).

TOAD If Mario grabs Toad, he gets an extra life. Toad looks similar to the Super Mushroom but moves faster.

STAR MAN The Star Man gives Mario invincibility for a short time. He appears when certain doors are opened. When Mario grabs Star Man, he has the ability to knock off-screen any enemy he encounters. Mario has a sparkle on him when he has Star Power. As the Star Power fades, Mario's sparkle flickers, then stops. When the sparkle is gone, Mario is back to his previous state.

MARIO'S ENEMIES

KOOPA Beware of these nasty turtles that prowl the hotels.

GOOMBA Slow but steady, the Goomba plods along, getting in Mario's way.

WIGGLER Mario must stomp on Wiggler's head, while avoiding his body, and reduce him segment by segment until he is defeated.

PARABOMB A Parabomb floats in on a parachute, randomly landing on one of the floors, then strolls around, fuse burning, until he feels like blowing up. Look out: Parabombs can set off other Parabombs.

MINI NINJA This clever little warrior blends in and hides in open doorways. He then begins hopping towards Mario. Mini Ninja has a cowardly streak. If Mario moves to stomp on him, Mini Ninja will try to run away!

BUZZY BEETLE Buzzy Beetle's not too bright, but he's steady. He just marches along, getting in Mario's way. He always pursues Mario when Mario appears on his floor.

SPINY Spiny is like Buzzy Beetle, but a little higher on the evolutionary scale. He can't be stomped because of the spikes on his back.

MONTY MOLE Monty's a fun-loving mole who likes to pop out of the ground — surprising Mario — then run around, hopping and randomly changing directions. Sometimes he gets so carried away that he runs right into walls!

FLYING KOOPA A Flying Koopa aggressively flies all over the screen.

FLYING GOOMBA A Flying Goomba can't become as airborne as the Flying Koopa: he flies only within floors. However, some Flying Goombas have Banzai Bill avengers that come at Mario if he stomps the Goomba.

BANZAI BILL Banzai Bill flies in from off-screen. Mario's only warning that he's coming is the distant sound of cannon fire.

BIG BOO This big ghost hunts down Mario, but only when Mario isn't looking. If Mario faces Big Boo, he tries to hide by hiding his eyes. He can't be stomped or knocked off-screen, so be careful!

BOO BUDDIES The brightly lit Boo Buddies behave just like Big Boo, but these guys are faster than Big Boo. The transparent Boo Buddies are harmless, but they occasionally become bright and swoop towards Mario. Run Mario, run! They can't be stomped or knocked off-screen.

SKELETON KOOPA The Skeleton Koopa moves about, following Mario when he appears on his floor. He can be stomped, but crumbles into a pile of bones that comes alive after a while. If he's hit with a fireball, or if

Mario touches him while charged with Star Power, he explodes into a billion pieces and does not come back.

PAT THE BAT Pat lives under the bottom floor of some stages and starts flying upward. He's not the best flyer in the world.

MECHA KOOPA Mecha is a mechanical Koopa that opens doors. He can be stomped, but it only stuns him for a second or two. Eventually, he will wind down and stop.

BELLHOP GOOMBA He moves around faster than a regular Goomba and turns randomly.

RHINESTONE GOOMBA He behaves like a regular Goomba and opens doors.

Z KOOPA This tuxedo-wearing Koopa sometimes flies in a trickier pattern than the other flying Koopas.

A PHILIPS FANTASY FACTORY PRODUCTION

Executive Producer	Stephen Radosh
Producer	Michael Alin
Project Engineering	Kevin Goldberg
	Tom Lohff
	Steve Martin
	Kevin V.A. Hunt
Associate Producer	Janice Convery
Art Director	Jeff Zoern
Artist	Mirana Kim
Sprite Animation	Pat Campbell
Hotel Background Art	Traci Venola
Animated Sequences, Animation and Effects	Terry O'Brien
	Kathy Swain
	Bonita Vessh
Audio Producer	Leo Brenneis
Theme Music	Jack Levy
Voice Talent	Mark Graus
	Jocelyn Benford
Original Game Design	Stephen Radosh
Technical Game Producer	Kevin Goldberg



and
NOW
CD-i
digital
video

See your Local Retailer or
Order Now!

Call CD-i EXPRESS 1-800-824-2567

DIGITAL VIDEO® Titles

These titles require a Digital Video cartridge for CD-i players

	Catalog No.	Order No.
Andrew Lloyd Webber: The Premiere Collection Encore	310-690-297-2	PP0297 GA
Apocalypse Now	310-690-305-2	PP0305 GA
Billy Ray Cyrus: Live	310-690-293-2	PP0293 GA
Black Rain	310-690-315-2	PP0315 GA
Bon Jovi: Keep the Faith	310-690-294-2	PP0294 GA
Bryan Adams: Waking up the Neighbours	310-690-288-2	PP0288 GA
Camer® World of Boxing	310-690-186-2	PP0186 GA
Eric Clapton: The Cream of Clapton	310-690-292-2	PP0292 GA
Fatal Attraction: Director's Series	310-690-303-2	PP0303 GA
Hanna-Barbera's Cartoon Carnival	310-690-094-2	PP0094 GA
Indecent Proposal	310-690-316-2	PP0316 GA
Irving Berlin's White Christmas	310-690-306-2	PP0306 GA
NFL's 100 Greatest Touchdowns	310-690-053-2	PP0053 GA
Patriot Games	310-690-314-2	PP0314 GA
Playboy's Complete Magazine	310-690-298-2	PP0298 GA
Pose	310-690-254-2	PP0254 GA
Seinfeld: Guest	310-690-252-2	PP0252 GA
Shane Lewis: Lamb Chop's Play Along™ Action Songs	310-690-289-2	PP0289 GA
Shogun	310-690-309-2	PP0309 GA
Star Trek® VI: The Undiscovered Country	310-690-304-2	PP0304 GA
The Best of Baby Songs	310-690-296-2	PP0296 GA
The Firm	310-690-308-2	PP0308 GA
The Hunt for Red October	310-690-302-2	PP0302 GA
The Joy of Sex	310-690-241-2	PP0241 GA
The Naked Gun® 2½: The Smell of Fear	310-690-312-2	PP0312 GA
Yip Yip	310-690-301-2	PP0301 GA

Star Trek® VI: The Undiscovered Country and The Naked Gun® 2½: The Smell of Fear are registered trademarks of Paramount Pictures.

Yip Yip is a trademark of Paramount Pictures. All Rights Reserved.

1 Titles

Kids

A Visit to Sesame Street—Letters
 A Visit to Sesame Street—Numbers
 Beauty and the Beast
 Bevenstain Bears™ On Their Own
 Bear Rabbia and the Wonderful Tar Baby
 Cartoon Jukebox
 Children's Musical Theatre
 David and Goliath
 Girl's Club
 How The Camel Got Her Hump
 How The Camel... (Bilingual version)
 How The Rhin Got His Skin
 How The Rhin... (Bilingual version)
 Little Monster at School®
 More Dark Fables from Arcop
 Moses: Bound for the Promised Land
 Moses: The Exodus
 Mother Goose: Hidden Pictures
 Mother Goose: Rhymes to Color
 Noah's Ark
 Paint School I
 Paint School II
 Peewé Ball
 Pigeons
 Richard Scarry's Best Neighborhood Doo Ever
 Richard Scarry's Busiest Neighborhood Doo Ever
 Sandy's Circus Adventure
 Stuckbear® Reading
 Story Machine: Magic Tales

Catalog No.

310-690-018-2
 310-690-019-2
 310-690-114-2
 310-690-110-2
 310-690-045-2
 310-690-001-2
 310-690-008-2
 310-690-189-2
 310-690-070-2
 310-690-021-2
 310-690-146-2
 310-690-023-2
 310-690-147-2
 310-690-097-2
 310-690-086-2
 310-690-064-2
 310-690-035-2
 310-690-015-2
 310-690-016-2
 310-690-032-2
 310-690-009-2
 310-690-002-2
 310-690-012-2
 310-690-192-2
 310-690-037-2
 310-690-048-2
 310-690-022-2
 310-690-083-2
 310-690-025-2

Order No.

PP0018 GA
 PP0019 GA
 PP0114 GA
 PP0110 GA
 PP0045 GA
 PP0001 GA
 PP0008 GA
 PP0180 GA
 PP0070 GA
 PP0021 GA
 PP0146 GA
 PP0023 GA
 PP0147 GA
 PP0097 GA
 PP0086 GA
 PP0006 GA
 PP0035 GA
 PP0015 GA
 PP0016 GA
 PP0037 GA
 PP0009 GA
 PP0002 GA
 PP0012 GA
 PP0192 GA
 PP0037 GA
 PP0038 GA
 PP0022 GA
 PP0083 GA
 PP0025 GA

1 Titles cont.

Story Machine: Star Dreams
 Tell Me Why I
 Tell Me Why II
 The Dark Fables of Arcop
 The Emperor's New Clothes
 The Story of Jonah
 The Story of Samson

310-690-024-2
 310-690-003-2
 310-690-004-2
 310-690-085-2
 310-690-042-2
 310-690-067-2
 310-690-190-2

PP0034 GA
 PP0003 GA
 PP0004 GA
 PP0085 GA
 PP0042 GA
 PP0067 GA
 PP0190 GA

Games

A Great Day at the Races
 ABC Sports Presents: Power Hitter
 ABC Sports Presents: The Palm Springs Open
 Alice in Wonderland
 Alien Gate
 Backgammon
 Battleship
 Caesar's World of Gambling
 CD Shoot
 Connect 4
 Dark Castle
 Defender of the Crown
 Escape from CyberCity
 Inca
 International Tennis Open
 Jigsaw
 Kerfuz
 Laser Lords
 Link: The Faces of Evil
 Lords of the Rising Sun
 Mytek Midway: Phantom Express

Catalog No.

310-690-128-2
 310-690-081-2
 310-690-013-2
 310-690-065-2
 310-690-271-2
 310-690-030-2
 310-690-033-2
 310-690-027-2
 310-690-270-2
 310-690-020-2
 310-690-026-2
 310-690-069-2
 310-690-071-2
 310-690-285-2
 310-690-274-2
 310-690-029-2
 310-690-275-2
 310-690-074-2
 310-690-118-2
 310-690-098-2
 310-690-247-2

PP0128 GA
 PP0081 GA
 PP0013 GA
 PP0065 GA
 PP0271 GA
 PP0039 GA
 PP0033 GA
 PP0027 GA
 PP0270 GA
 PP0020 GA
 PP0026 GA
 PP0069 GA
 PP0071 GA
 PP0285 GA
 PP0274 GA
 PP0029 GA
 PP0275 GA
 PP0074 GA
 PP0118 GA
 PP0098 GA
 PP0247 GA

Mystic Midway: Rear in Pieces	310-690-152-2	PP0152 GA
NFL Football Trivia Challenge	310-690-103-2	PP0103 GA
Name That Tune	310-690-184-2	PP0184 GA
Pinball	310-690-034-2	PP0034 GA
Sargon Chess	310-690-030-2	PP0030 GA
Terms	310-690-188-2	PP0188 GA
Text Tiles	310-690-043-2	PP0043 GA
The Wacky World of Miniature Golf	310-690-180-2	PP0180 GA
3rd Degree	310-690-073-2	PP0073 GA
Video Speedway	310-690-093-2	PP0093 GA
Voyeur	310-690-112-2	PP0112 GA
Zelda: The Wand of Gamelon	310-690-158-2	PP0158 GA
Zombie Dinosaurs From Planet Zehoid	310-690-084-2	PP0084 GA

Special Interest

Special Interest	Catalog No.	Order No.
A National Parks Tour	310-690-225-2	PP0225 GA
A Revolution in Color	310-690-153-2	PP0153 GA
Amparo Museum	310-690-183-2	PP0183 GA
Anne Willan Presents: The Food of France	310-690-108-2	PP0108 GA
CD-i Music Book: Classic Guitar	310-690-244-2	PP0244 GA
Classical Jukebox	310-690-005-2	PP0005 GA
Compton's Interactive Encyclopedia™	310-690-173-2	PP0173 GA
Cool Oldies Jukebox	310-690-007-2	PP0007 GA
Dutch Masters of the 17th Century	310-690-123-2	PP0123 GA
Earth Rhythms	310-690-222-2	PP0222 GA
Gardening by Choice: Flowers & Foliage	310-690-072-2	PP0072 GA
Gifts to Behold	310-690-121-2	PP0121 GA
Golden Oldies Jukebox	310-690-006-2	PP0006 GA
Harvest of the Sun: Vincent van Gogh	310-690-028-2	PP0028 GA
How to Photograph Nature	310-690-224-2	PP0224 GA
James Brown: Nonstop Hit Machine	310-690-194-2	PP0194 GA

CD-i Titles cont.

Jazz Giant	310-690-096-2	PP0096 GA
Linus Armstrong: An American Songbook	310-690-031-2	PP0031 GA
Monty: A Musical Biography	310-690-041-2	PP0041 GA
Pavarotti: O Sole Mio	310-690-040-2	PP0040 GA
Prelude	310-690-107-2	PP0107 GA
Private Lessons: Classical Guitar	310-690-109-2	PP0109 GA
Private Lessons: Jazz Guitar	310-690-079-2	PP0079 GA
Private Lessons: Rock Guitar	310-690-080-2	PP0080 GA
Rand McNally's America: US Atlas	310-690-014-2	PP0014 GA
Rembrandt: His Art & The Music of His Era	310-690-154-2	PP0154 GA
Rhythm Maker	310-690-172-2	PP0172 GA
Sailing	310-690-101-2	PP0101 GA
Shark Alert	310-690-278-2	PP0278 GA
The ACT College Search 1992	310-690-068-2	PP0068 GA
The Art of the Crans	310-690-105-2	PP0105 GA
The Best of Draw 50	310-690-089-2	PP0089 GA
The Flowers of Robert Mapplethorpe	310-690-223-2	PP0223 GA
The French Impressionists	310-690-046-2	PP0046 GA
The Gershwin Connection	310-690-116-2	PP0116 GA
The Renaissance Gallery	310-690-044-2	PP0044 GA
The Renaissance of Florence	310-690-036-2	PP0036 GA
The Smithsonian Presents Stamps: Windows on the World	310-690-011-2	PP0011 GA
The Smithsonian Presents The Riches of Coins	310-690-088-2	PP0088 GA
The World of Impressionism	310-690-047-2	PP0047 GA
Time-Life Autology	310-690-104-2	PP0104 GA
Time-Life Photography	310-690-017-2	PP0017 GA
TR-1: No World Order	310-690-267-2	PP0267 GA
Treasures of the Smithsonian	310-690-010-2	PP0010 GA
You Sing Christmas Favorites	310-690-205-2	PP0205 GA

For more information on CD-i titles call 1-800-845-7301